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MANUAL

WARNING

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and trademark infringement and is strictly
prohibited.
Violators are subject to severe penalties
and will be prosecuted to the full extent
of the law.

CAPCOM®

CAUTION

Please keep the following instructions to keep the PC board in good condition.

- Do not block up the ventilation slots.
- Do not give the board too much shocks
- Do not let any liquid go inside the case.
- Do not disassemble the case.
- Do not turn the volume dial excessively.

Disassembling the case or removing the sticker may cause the termination of your repair warranty.

● SETTING INSTRUCTIONS

○ PCB CONNECTOR

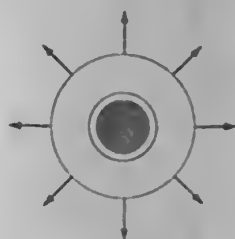
JAMMA STANDARD

○ CRT MONITOR

HORIZONTAL

○ CONTROL PANEL

2 PLAYERS SIMULTANEOUS



8-WAY LEVER



ATTACK
BUTTON



JUMP
BUTTON

○ 8-WAY LEVER: used to move the player in 8 ways.

○ ATTACK BUTTON: used to attack.

○ JUMP BUTTON: used to jump.

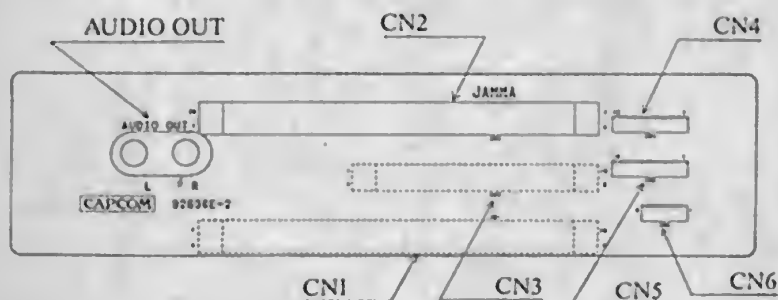
Push both buttons simultaneously to execute powerful
MEGACRUSH.

JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOT 1	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME
CR7E-56DA-3.96E : (HIROSE)
OR
1168-056-009 : (KEL.)

● CONNECTORS



CN2 — JAMMA CONNECTOR
CN4 — I/O CONNECTOR for PLAYER 3 (not used)
CN5 — I/O CONNECTOR for PLAYER 4 (not used)
CN6 — OPTIONAL OUTPUT CONNECTOR
AUDIO OUT — used only for CAPCOM Q SOUND cabinet
CN1 — not used
CN3 — not used

CN4 NOT USED

GND	1	#22	BLACK
GND	2	#22	BLACK
3P RIGHT	3	#22	VIOLET
3P LEFT	4	#22	GRAY
3P DOWN	5	#22	WHITE
3P UP	6	#22	BROWN
3P SHOT 1	7	#22	ORANGE
3P SHOT 2	8	#22	GREEN
3P COIN SW	9	#22	BLUE
3P START SW	10	#22	VIOLET

CN5 NOT USED

	CN6	
+12V	1	#22 YELLOW
+12V	2	#22 YELLOW
	3	
	4	
COIN LOCKOUT 3	5	#22 WHITE
	6	

ABOUT EEP-ROM

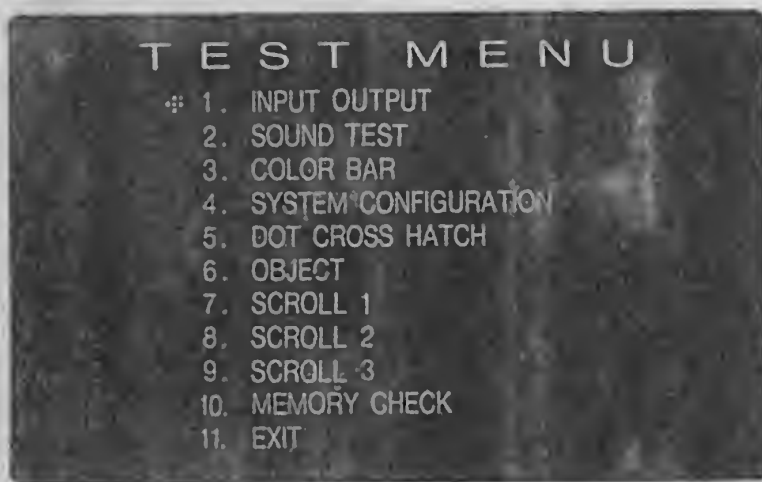
This board "The Punisher" is equipped with EEP-ROM and you can change the various settings on screen.

ABOUT TEST MENU

TO OPEN THE MENU

- Turn on the main switch. Then push the test switch[†] inside the cabinet and following menu will appear. (*screen a)

† If your cabinet is not equipped with a test switch, connect a ground terminal and a test switch terminal of JAMMA connector (56-pin).



(*screen a)

TO SELECT AN ITEM

- Select an item with 1P lever and decide with 1P A button.
- To return to the main menu, push 1P START and 2P START buttons simultaneously.

TO CLOSE THE MENU

- On the menu screen, select EXIT and push 1P A button.

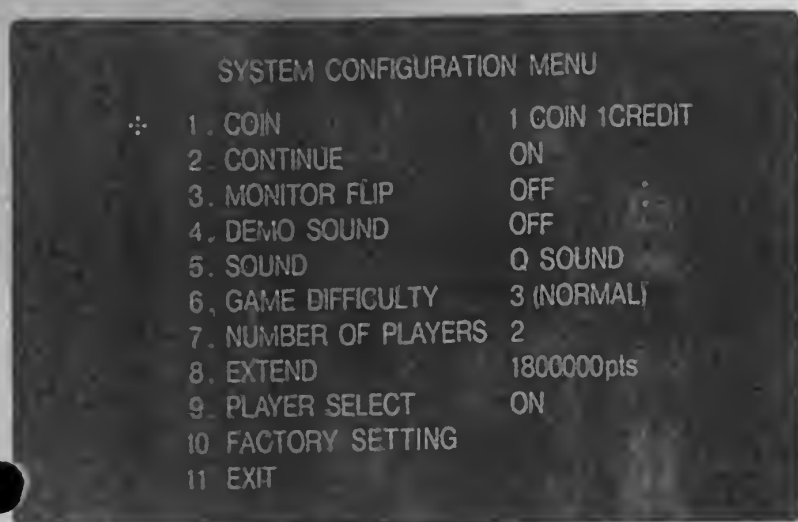
ITEM DESCRIPTIONS

1. INPUT OUTPUT	Used to test all the input/output switches.
2. SOUND TEST	Used to change the sound volume, etc.
3. COLOR BAR	Used to adjust the color with color bars.
4. SYSTEM CONFIGURATION	Used to change various game play settings.
5. DOT CROSS HATCH	Used to adjust the screen size, the focus and the distortion.
6-9. CHARACTER TEST	Used to check all the characters.
10. MEMORY CHECK	Used to test the memory. Main menu appears automatically after the test.

ABOUT SYSTEM CONFIGURATION

TO OPEN THE MENU

- On the TEST MENU screen, select SYSTEM CONFIGURATION and push IP A button. Following menu appears. (*screen b)



(*screen b)

TO CHANGE THE SETTING

- Select an item with IP lever (UP or DOWN) and change the setting with IP lever (LEFT or RIGHT). (You can also change the setting with IP A button.)

TO CLOSE THE MENU

When all the settings are done, select EXIT and push IP START button to return to the TEST MENU. Your settings are memorized in EEP-ROM.

ITEM DESCRIPTIONS

1. COIN	Number of coins per play.
2. CONTINUE	With or without continued play.
3. MONITOR FLIP	Turn over the screen.
4. DEMO SOUND	With or without sound in attract mode.
5. SOUND	Q SOUND or MONAURAL. Q SOUND is available only with CAPCON Q SOUND cabinet. For other cabinets, please set to MONAURAL.
6. GAME DIFFICULTY	As the number increases, the game play gets harder.
7. NUMBER OF PLAYERS	Number of initial lives.
8. EXTEND	Score points required for 1 up.
9. PLAYER SELECT	Used to select an initial player (PLAYER 1 or PLAYER 2) when the game starts.
10. FACTORY SETTING	To return to the factory setting, select this item and push IP START button.

● SYSTEM CONFIGURATION MENU

COIN CONFIGURATION MENU									
1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS				
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY				
2. CONTINUE	ON	OFF							
3. MONITOR FLIP	ON	OFF							
4. DEMO SOUND	ON	OFF							
5. SOUND	Q SOUND	MONAURAL							
6. GAME DIFFICULTY	0 EXTRA EASY	1 VERY EASY							
7. NUMBER OF PLAYERS	1	2	3	4					
8. EXTEND	800,000 pts		1,800,000 pts		2,800,000 pts		NO EXTEND		
9. PLAYER SELECT	ON	OFF							

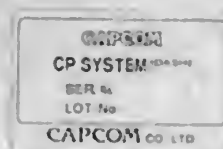
* Bold face indicates the factory setting.

* After you change the setting, make sure to select EXIT and push IP START before turning off the switch.
Otherwise your setting will not be memorized.

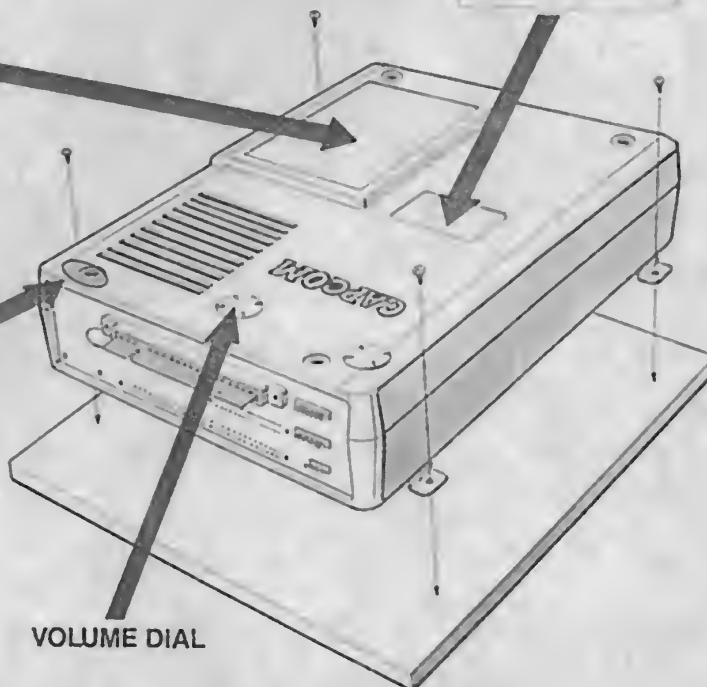


GAME TITLE STICKER

SERIAL NUMBER STICKER



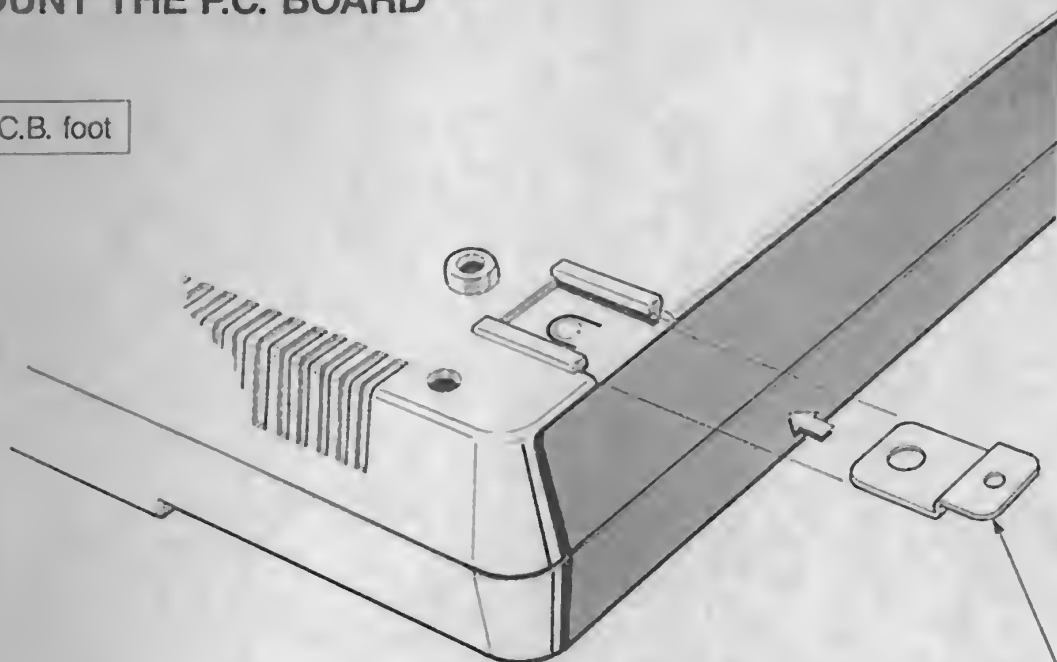
SEALING STICKER
(Please do not remove this sticker.)



VOLUME DIAL

HOW TO MOUNT THE P.C. BOARD

1) Putting the P.C.B. foot



4 pcs. of P.C.B. foot are included in the package.

2) Mounting the P.C.B.

These screws are not included in the package.

